

WHAT IS CLAIMED IS:

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P2
1. A method for manipulating a plurality of windows on a display, comprising the steps of:

5 displaying a plurality of cascaded, open windows on a display to establish an original display layered order, wherein an active window is the window on a first display layer, windows on a display layer other than the first display layer are inactive windows and at least one of said inactive window is partially hidden;

receiving an indication of an icon being selected;

receiving an indication of the icon being dragged;

10 monitoring the current location of the icon;

starting a timer, if the icon is found being within a visible portion of first one of said inactive windows; and

15 displaying said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

2. A method of claim 1, further comprising the steps of:

receiving an indication of the icon being released onto said active window;

20 changing reference memory address of the icon respectively; and

returning all inactive windows to the original display layered order respectively.

3. The method of claim 2, further comprising the steps of:

receiving an indication of a predetermined function key being pressed;

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sending the window on the first display window to the bottom-most layer.

4. The method of claim 2, further comprising the steps of:
returning all open windows to the original display layered order, if the
5 icon is monitored to be outside of all open windows.

5. The method of claim 1, further comprising the steps of:
receiving an indication of a predetermined function key being pressed;
and
10 sending the window on the first display window to the bottom-most layer.

6. The method of claim 1, further comprising the steps of:
returning all open windows to the original display layered order, if the
icon is monitored to be outside of all open windows or upon receiving an indication
of the icon being unselected.

7. A computer readable medium containing a program which executes the
15 steps of:

receiving an indication of an icon being selected;
receiving an indication of the icon being dragged;
monitoring the current location of the icon;
20 starting a timer, if the icon is found being within a visible portion of
first one of said inactive windows; and

displaying said first inactive window on the first display layer, if the
icon is found to be held within a visible portion of said first inactive window until
said timer is expired.

8 The computer readable medium of claim 7, further executes the steps
of:
receiving an indication of the icon being released onto said active
window;
5 changing reference memory address of the icon respectively; and
returning all inactive windows to the original display layered order
respectively.

9. The computer readable medium of claim 8, further executes the steps
of:
10 receiving an indication of a predetermined function key being pressed;
and
sending the window on the first display window to the bottom-most
layer.

10. The computer readable medium of claim 8, further executes the step
of:
15 returning all open windows to the original display layered order, if the
icon is monitored to be outside of all open windows.

11. The computer readable medium of claim 7, further executes the steps
of:
20 receiving an indication of a predetermined function key being pressed;
and
sending the window on the first display window to the bottom-most
layer.

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12. The computer readable medium of claim 7, further executes the step
of:

returning all open windows to the original display layered order, if the
icon is monitored to be outside of all open windows or upon receiving an indication
5 of the icon being unselected.

13. A computer system comprising:

means for displaying a plurality of cascaded, open windows on a
display to establish an original display layered order, wherein an active window is the
window on a first display layer, windows on a display layer other than the first
10 display layer are inactive windows and at least one of said inactive window is partially
hidden;

means for receiving an indication of an icon being selected;

means for receiving an indication of the icon being dragged;

means for monitoring the current location of the icon;

15 means for starting a timer, if the icon is found being within a visible
portion of first one of said inactive windows; and

means for displaying said first inactive window on the first display
layer, if the icon is found to be held within a visible portion of said first inactive
window until said timer is expired.

14. The computer of claim 13, further comprising:

means for receiving an indication of the icon being released onto said
active window;

means for changing reference memory address of the icon respectively;

25 and

means for returning all inactive windows to the original display layered
order respectively.

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15. The computer of claim 14, further comprising:
means for receiving an indication of a predetermined function key
being pressed; and
means for sending the window on the first display window to the
bottom-most layer.

16. The computer of claim 14, further comprising:
means for returning all open windows to the original display layered
order, if the icon is monitored to be outside of all open windows.

17. The computer of claim 13, further comprising:
means for receiving an indication of a predetermined function key
being pressed; and
means for sending the window on the first display window to the
bottom-most layer.

18. The computer of claim 13, further comprising:
means for returning all open windows to the original display layered
order, if the icon is monitored to be outside of all open windows or upon receiving
an indication of the icon being unselected.

19. A computer system comprising:
a display device for displaying a plurality of cascaded, open windows
on a display to establish an original display layered order, wherein an active window
is the window on a first display layer, windows on a display layer other than the first
display layer are inactive windows and at least one of said inactive window is partially
hidden;

a cursor control device for receiving a request for selecting an icon and for moving the selected icon; and

5 a processor for monitoring the current location of the icon, wherein the processor starts a timer if the icon is found being within a visible portion of first one of said inactive window and reveals said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

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10 20. The computer of claim 19, wherein said cursor control device further receives an indication of the icon being released onto said active window and in response, the processor changes reference memory address of the icon respectively and returns all inactive windows to the original display layered order respectively.

15 21. The computer of claim 20, further comprises an key input device for receiving an indication of a predetermined function key being pressed; and in response, the processor sends the window on the first display window to the bottom-most layer.

20 22. The computer of claim 20, wherein said cursor control device further receives an indication which results in the icon being outside of all open windows; and in response, the processor returns all open windows to the original display layered order.

23. The computer of claim 19, further comprises
an key input device for receiving an indication of a predetermined
function key being pressed; and
in response, the processor sends the window on the first display
5 window to the bottom-most layer.

24. The computer of claim 19, wherein said cursor control device further
receives an indication which results in the icon being outside of all open windows or
the cursor control device further receives an indication which results in the icon being
unselected; and
10 in response, the processor returns all open windows to the original
display layered order.

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